

2.5.1 Writing a program in JavaScript to verify implementation of maps and classes

Index.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Functions</title>
</head>
<body>
  <script src="maps_classes.js"></script>
</body>
</html>
```

maps_classes.js

```
var map1 = new Map();
map1.set("first name", "Pavan");
map1.set("last name", "Kalyan");
map1.set("friend 1", "Rupa");
map1.set("friend 2", "Sri");
console.log(map1.keys());
console.log(map1.values());
console.log("map1 has friend 3 ? " + map1.has("friend 3"));
console.log("get value for key = friend 3 - " + map1.get("friend 3"));
console.log("delete element with key = friend 2 - " + map1.delete("friend 2"));
map1.clear();
console.log(map1.keys());
console.log(map1.values());

class Student
{
  constructor(id,name)
  {
    this.id=id;
    this.name=name;
  }
  detail()
  {
    document.writeln(this.id+" "+this.name+"<br>")
  }
}

//passing object to a variable
```

```
var std1=new Student(101,"Manogna");  
var std2=new Student(102,"Anirudh");  
std1.detail();  
std2.detail();
```

Output:

